

Redacted

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Shit has hit the fan. The Unit is compromised.

Characters

8 Skills: Athletics, Driving, First Aid, Hiding, Strategy, Talking, Weapons

Allocate Dice: Poor d4 (Choose 2), Average d6 (choose 3), Veteran d8 (choose 2), Legend d10 (choose 1)

Choose 3 edges: False ID, Health, Intel, Money, or Reputation

Rolls

Declare intention and the skill you'll use

Every multiple of 4 counts as a success.

Botch (1) - describe how something bad happens (lose an edge)

Fail (2-3) - explain how the situation changes (no edges gained or lost)

1 success (4-7) - describe how you succeed (give an edge to an ally, or remove an edge from opponent or situation, opponent's with no suitable edges to sacrificed are eliminated).

2 successes (8-10) - describe success and extra positive effect (gain an edge, remove an edge from all opponents, completely eliminate one opponent, or remove two situation edges).

When characters oppose, successes counteract. Remaining successes give this character their success condition.

Story

Overcome ten situation edges plus five per character.

Everyone gets 3 Flashback scenes

(one of each)

Good scene (add any edge)

Bad Scene (reroll a die "you've seen these tactics before")

Ugly Scene ("what badness lead you here?").